

# GRAUSTARK

#314

1971BG, 1973BB, 1973BC, 1973BQ, 1973BS

3 August 1974

1973BB "Winter 1911-Spring 1912"

FRANCE UNLACES THE BOOT

In "Winter 1911", England built F Liv, Italy built A Ven, Turkey built A Con, and France removed A Ruh and A Mun.

• ENGLAND (Eisen): F Liv-Tri; F Hol-Nth; A Bel holds; F Eng-Mid; F Mid-NAF; F Spa(s.c.) S FRENCH F Lyo; A Gas S F Spa(s.c.).

FRANCE (Strauss): A Bur-Gas; F Mar-Pie; F Lyo S F Mar-Pie.

ITALY (Heuer): A Ven-Pie; A Tyr S A Vie; F Tyr-Tun; F Wes S FRENCH F Mar-Spa(s.c.); A Vio S RUSSIAN F Hol-Kie [sic].

RUSSIA (Honig): F Kie S F Hol; F Hol holds; F Den-Ska; A Ber-Mun; A Boh-Gal; A Sil S A Boh-Gal; A Mos & A Ukr S F Scv; A Gal-Rum; F Scv S A Gal-Rum.

TURKEY (Paulson): A Ser-Tri; A Bul-Ser; A Con-Bul; F Adr-Alb; F Ion-Tyr; A Bud & F Bla S F Rum; F Arm-Scv; F Rum S F Arm-Scv.

Underlined moves are not possible. The deadline for "Fall 1912" moves is NOON, SATURDAY 24 AUGUST 1974.

1973BC "Winter 1908"

Following "Fall 1908" moves, England builds A Lon & A Liv, and France builds F Mar. The deadline for "Spring 1909" moves is NOON, SATURDAY 24 AUGUST 1974. One player has rejected the proposal of a concession to France, which accordingly fails: Ronald Kelly's new ZIP code is 20061; the remainder of his address remains unchanged. Terry Paul has sent in "Spring 1909" moves for Italy, and so will continue playing that country.

We need 1 more player for the Origins game announced in the last issue.

1973BS "Spring 1909"

AUSTRIANS HEAT UP THE ARCTIC

ENGLAND (Drakert): F Nth-Nwy; F Tri-Liv.

FRANCE (Ianham): F Nat-Mid; A Bre-Pie; A Bur-Mun; A Pie-Tus; F Lyo S F Wes-Tyr; A Mar-Pie; F Wes-Tyr; F Tun-Ion.

GERMANY (G. Tesser): F Den S A Kie; A Kie & A Ruh S FRENCH A Bur-Mun.

ITALY (Murray): F Aeg-Con; F Eas-Smy.

AUSTRIA-HUNGARY (Lariton): A Liv-St.P; A Mos S A Liv-St.P; A Bul-Con; A Ank S A Bul-Con; A Gro-Bul; F Alb-Gre; F Tri-Adr; A Vie-Tri; A Apu-Nap; A Ven-Tus; F Rom S A Ven-Tus; A Tyr-Ven; A Mun-Kie; A Ber S A Mun-Kie; A Pru S A Ber; A Sil-Mun.

RUSSIA (Trtek): No moves received. F Bal & A Nwy hold; A St.P dislodged and annihilated.

Underlined moves are not possible. Austria-Hungary must retreat A Mun-Boh or A Mun-Tyr; this retreat should be sent in by immediate return mail, and other players will be informed. The deadline for "Fall 1909" moves, which may be made conditional upon the direction of the Austro-Hungarian retreat, is NOON, SATURDAY 24 AUGUST 1974. Douglas Reif (see #309 for his address) should send in standby moves for Russia.

In all likelihood this game will end with the "Fall 1909" moves. Any player who wishes to write a review of the game should send it in. The following players' subscriptions will end as a result of the end of this game, with the indicated issues:

- 316: Michael Lariton, Mark Murray, Martin Ritter.
- 322: Gerald McGowin, Gary Tesser.
- 324: Dick Trtek.
- 329: Joseph Pickard
- 365: Wayne Ianham Jr.

## THE SERPS ARE REVOLTING:

Phase	I. <u>Dority</u>	II. <u>Fong</u>	III. <u>Hulland</u>	IV. <u>Lehtonen</u>
Af- In all games: RM10 AgA; RM1 BrB; Sc3B DaA*; Gr12B GaA*; Gr4B HsA; RM8 ter PoB; RM15 PrC; RM20 ScA; RM3 ThA. See also individual columns:				
10D: RM4 AsB; Gr5B	RM5 AsB; Gr25B	Sc4B AfC*; RM5	Sc4B AfC*; RM5	
GcB*; Gr25B GrB* GrB*(Iy); Gr20B	AsB; Pr10B AsB; AsB; Gr25B GrB*(It);			
(Ag); Gr20B ItA*; ItA*; RM1 SiA.	Gr25B GrB*(Ag); Gr1B ItB; Si4N+ SiA.			
Gr5B IyB; Pr4B	Gr5B IyB; RM1			
PrC; RM1 SiA; Gr	SiA; RL2 ThB;			
1BP ThB.	Gr1BP ThB; Gr20B			
	ItA*.			
10E: 2L ThB holds.	1L AfC-SiA-ItA- IyA; 2L IyC-IyA; 1L IyC-IyB-IyA; 1L ThA, 1L AfC hold; 1L IyA-GcB.	3L ThB holds.	3L ItB-ItA-IyA- ThA; 2L SiA holds.	
10F: None.	None.	ThB: 3L vs. RL2, ThA: 3L vs. RM3, 1:1. (1), $\frac{1}{2}$ De. 1:1. (5), -- -RL1, RL1 turns loyal.		
10G: None.	None.	(4), None.	None.	
10H: Cy. Pr: Ar, Ms, Sy.	Af, Cy, Gc, Iy, Sy, Th. Pr: Ar, Ms.	Cy. Pr: Ar, Ms, Sy.	Cy, Gc, Iy, Sy. Pr: Ar, Ms.	
10J: -Gr2B HsA, -Gr3B IyB; -Gr1BP ThB.	-Gr2B HsA;	-Gr2B HsA; -Gr3B IyB; -Gr1BP ThB. ItB.	-Gr2B HsA; -Gr1B	
10K: 175+1-4=172 175+20-8=187	230+25-14=241 Pr: 205+12=217	70+1-8=63 Pr: 273+20-10=283	113+20-19-4=110 Pr: 205+12=217	
10L: None. (13-5B; 14- 1B; 15-2B)	None. (11-5L; 13-12B)	None. (11-7L, 2B; 12-1L)	3L SyC. (11-4L; 13-	
10M: None.	None.	None.	Si4N SiA.	
11A: (2), None. The following RM augmentation takes place in all games: RM1 BrB. For other augmentations see individual columns: RM1 SiA, RM3 ThA, RM3 ThA, RM1 SiA.				
11B: None.	None.	Pr10B AsB-MsC- PrB.	None.	
11C: None.	SiA: RM1 vs. 1L 1:1. (1), --.	None.	ThA: RM2 vs. 3L 1:1. (2), $\frac{1}{2}$ Ex. -3L, RM2.	
11D: (6,1) No Pictish Barbarians are raised, since Pictum is controlled in all games by revolting militia.				

The deadline for 540 AD orders is NOON, SATURDAY 17 AUGUST 1974. In Game VI, the Roman move recorded in turn 9E as 1L ItA-IyB was actually 1L ItA-ItB, and therefore no combat took place in IyB in turn 10C. That German 25B in GrB is still being held up by unfavorable die rolls. Several players tried in turn 10L to raise new legions in ThB. This is not possible; see Rule 7.2 and Errata Rule 12.12. If rebellious Legions or Militia exist in a province, new Legions cannot be raised there. Revolting Militia does not suffer attrition; see Errata Rule 4.2(J). Only Barbarians may be bribed; this includes Barbarian Militia but not Persian Regulars, Persian Militia, or Revolting Militia if it is revolting against Roman or Persian rule and thus not Barbarian.



## SERVI DEFECTIO

Phase	V. Paulson	VI. Scensny	VII. Scher	VIII. Ver Ploeg
Af- In all games: RM10 AgA; RM5 AsB; RM1 BrB; Sc3B DaA*; Gr12B GaA*; Gr4B ter HsA; RM8 PcB; RM15 PrC; RM20 ScA; RM1 SiA; RM3 ThA. See also indivi- 10D: dual columns:	Gr25B GrB*(It); Gr1B ItB; RM3 IyB; Pr6B PrC.	Gr7N GaA*; Gr25B GrB*(It); RM2 IyB; RM1 IyC; Gr 2BP(Gc) IyC+; Pc 2BP PcA+; Pr5B PrC.	Gr25B GrB*(As); Gr20B ItA*; Gr4 BP IyB*(Gc); Gr 6B IyC*; Gr9B IyC*(Gc); Pr6B PrC.	Sc1B AfC+; Gr25B GrB*(It); RM1 IyB; RM1 IyC; Pr6B PrC.
10E: 2L GcA-GcB-IyA- IyB; 1L GcA-AsA- ThB; 1L AfB-AfC- SiA; 2L AsA-ThB; 1L AfB, 3L ItB, 1L IyB & 1L IyC hold.	1L AsA-ThB-ThA; 1L ItA-GcB-ThA; 1L ItB-ItA-IyA- ThA; 1L AgB-GcA- GcB-ItA; 2L AgB- GcA-GcB; 3L GaA holds.	2L SyC-AsB; 3L AsA-AsB; 3L ThB- ThA; 1L GcA-GcB- ThA; 2L GcA hold. GcB; 1L AsA-ThB-ThA; 2L SyC-AsA-ThB- ThA; 2L AfA- AfB.	2L ItA-IyA-IyB; 1L ItA-IyC; 1L AgB-GcA- GcB-ItA; 2L AgB-GcA- 1L AsA-ThB-ThA; 2L SyC-AsA-ThB- ThA; 2L AfA- AfB.	
10F: IyB: 3L vs. RM3 1:1 (6)-; ItB: 3L vs. Gr1B 3:1 (1), De. -Gr1B.	ThA: 3L vs. RM3 1:1 (5)-.	ThA: 4L vs. RM3 1:1 (5)-; AsB: 5L vs. RM5 1:1 (4)-.	ThA: 3L vs. RM3 1:1 (5)-; IyB: 2L vs. RM1 2:1 (6)-.	
10G: None.	None.	(4), None.	None.	
10H: Af, Cy, Gc, It, Sy. Pr: Ar, Ms.	Cy, Gc, It, Sy. Pr: Ar, Ms.	Af, Cy, Gc, Sy. Pr: Ar, Ms.	Cy, Gc, It, Sy, Af ( $\frac{1}{2}$ ). Pr: Ar, Ms.	
10J: -Gr2B HsA.	-Gr2B HsA, -Gr1 BP IyC.	-Gr2B HsA.	-Sc1B AfC, -Gr2B HsC.	
10K: 185+38-24-1-198 Pr: 157+12-12=157	250+34-27=257 157+12-10=159	164+18-22=160 157+12-12=157	154+36-22=168 157+12-12=157	
10M: RM1 SiA. None.	None.	None.	None.	
10L: None. (10-6B)	3L ItA. (11-4B; 13-2B; 14-1B)	None. (11-1L, 6B)	None. (11-1L, 6B)	
11A: (2), None. The following RM augmentation takes place in all games: RM1 BrB. For other augmentations see individual columns:	RM1 IyB; RM1 SiA. RM1 SiA.	RM1 SiA.	RM1 SiA.	
11B: None.	None.	None.	None.	
11C: None.	GaA: Gr12B & 7N vs. 3L 6:1 (2), De. -3L; ThA: RM3 vs. 3L 1:1 (2), $\frac{1}{2}$ Ex. -3L, RM2.	AsA: RM5 vs. 5L 1:1 (3), Ex. -5L, RM5.	IyC: RM1 vs. 1L, 1:1 (1), -; ThA: RM3 vs. 3L 1:1 (2), $\frac{1}{2}$ Ex. - -3L, RM2.	
11D: (6, 1) No Pictish Barbarians are raised, since Pictum is controlled in all games by revolting Militia.				

In Game IV, Rome loses control of It by withdrawing the Legions, leaving a Gr1B. However, the Germans do not regain control because they have an insufficient number of strength points. The Romans will need to re-enter Italia to regain control, but no German Militia will be raised against them. Any Rebel Militia which loses due to battle may yet be augmented on future "A" Game Turns. See Errata Rule 10.8 for information about how control of provinces is affected by losses in battles between Barbarians and Revolting Militia. Loyal Militia cannot be raised against Revolting Militia.

In Game II, The Legion ordered from AfC to IyA could get no farther than SiA, because of resistance from local Militia. (See Rules 5.25 and 10.0.) The impossible moves are accordingly underlined. Since Sicily does not begin this scenario under Roman rule, the local Sicilian Militia is treated as a Barbarian Militia.

In general, players should read the Rules and Errata more carefully. Over half the inquiries I have received regarding the admittedly ill-drafted rules of this game could be settled by this method.

1973BQ

"Spring 1908"

## SHREDDED KRAUT

FRANCE (Kollmer): F Spa(s.c.)-Lyo; F Wes-Naf; F Bre-Mid; F Nth S AUSTRO-HUNGARIAN A Swc-Dcn; A Par-Pic; A Gas-Mar.

GERMANY (Burcc): F Ska-Swc; F Nwy S F Ska-Swc; A Dcn S F Ska-Swc; A Bcl holds; A Kic S A Dcn.

AUSTRIA-HUNGARY (McCuistion): A Ruh-Bcl; A Bur S A Ruh-Bcl; A Mun S TURKISH A Ber-Kic; A Swc-Dcn; A Tyr-Vcn; F Gre holds; A Pic-Mar; A Bud-Rum; F Tyr S FRENCH F Spa(s.c.)-Lyo; A Sil-Ber; A St.P-Fin; A Mos-St.P; A Rum-Sev.

TURKEY (De Prisco): F Tun-Wes; F Tus-Lyo; F Ion-Tun; F Aeg-Ion; F Cor-Aeg; A Ber-Kic; F Smy, F Eas, & F Bul(s.c.) hold.

Underlined moves are not possible. Germany retreats A Bcl-Hol, A Kic-Ruh, and the German A Dcn is annihilated. The deadline for "Fall 1908" moves is NOON, SATURDAY 24 AUGUST 1974.

VIENNA: "And their turbans were carried away in a whirlwind."

## MAILING LIST - ADFENDA AND ERRATA - II

The following information updates the mailing list published in GRAUSTARK #309 and the changes published in #310. It is accurate to 31 July.

Gordon W. Anderson (T), El Conquistador, Viking Systems, Suite 823, 24 N. Wabash, Chicago, Ill. 60602

Peter A. Berggren (324), Davistown School Road, Orford, N. H. 03777; 603-353-4886.

John Brennich (324), 192 Curtis Ave., Stoughton, Mass. 02072

Walter Buchanan (316), R. R. 3, Lebanon, Ind. 46052; 317-482-2824

Brian Burley (1971BG-I), Apt. 4, 2 Broadway Terrace, New York, N. Y. 10040; 212-942-5780

Ferkin Doyle (321), 511 S. 18th St., Philadelphia, Penn. 19146

Michael Friedman (320), 76 Halyard Rd., North Woodmere, N. Y. 11581

Eric Goldberg (334), 1225 Park Ave., New York, N. Y. 10028

John Hendry (340), 17 Price Road, Peabody, Mass. 01960

David Hertz (323), 451 Harrison Ave., Harrison, N. Y. 10528

Ed Hollshwander (322), 827 Media St., Bethlehem, Penn. 18017

Evan Jones (328), 212-MO 2-3950. (A change of address will become effective on 19 August.)

Stuart Keshner (318), Apt. 1-2, 424 N. Midland Ave., Saddle Brook, N. J. 07662

Henry C. Kelley (322), 6752 6th Ave. NW, Seattle, Wash. 98117

Robert Bryan Lipton (1973BC-A, T), 556 Green Place, Woodmere, N. Y. 11598; 516-374-4723

L. J. Lockwood (318), 4069 Jackdaw St., San Diego, Calif. 92103

Howard Mahler (323), Dept. of Mathematics, Princeton University, Princeton, N. J. 08540

Donald McInshausen (321), 540 Kingsland St., Nutley, N. J. 07110

Capt. R. L. Morton (335)

(continued on p. 11)



1971BG

"Winter 1915 - Spring 1916"

## CHEERS

Following the "Fall 1915" moves, England built A Edi, Turkey built A Con, and Russia removed A Gal and A War.

ENGLAND (Lipson): A Liv-War; A Mos S A Liv-War; A St.P-Liv; F Bal S A St.P-Liv; A Edi-St.P; F Nrg & F Bar C A Edi-St.P; F Eng S F Mid; F Por & A Mar S F Spa(s.c.); A Bur S A Mar; F Nth, F Mid, F Spa(s.c.) & A Ruh hold.

GERMANY (Schleicher): A Mun S RUSSIAN A Boh; A Sil S A Mun.

ITALY (Burley): A Tyr-Boh; A Tri-Tyr; A Ven S A Tri-Tyr; A Rum & A Vic S TURKISH A Bud-Gal; A Pic & F Wcs hold.

RUSSIA (A. Phillips): A Ukr S ENGLISH A Liv-War; A Boh spits in the Sultan's cye.

TURKEY (Nierenberg): A Sev-Ukr; F Bla-Sev; A Bud-Gal; A Ser-Bud; A Bul-Ser; A Con-Bul; F Naf S ITALIAN F Wes; F Lyo holds.

Underlined moves are not possible. The deadline for "Fall 1916" moves is 6 PM, TUESDAY 20 AUGUST 1974.

## MEMO FROM GAMESMASTER BESHARA:

Am planning to attend the Diplomacy convention "CITEX 74" at the La Salle Hotel, Chicago, August 16-18, and will not be available to accept phoned orders for the "Fall 1916" moves. Players are admonished to mail these moves in sufficient time to arrive no later than the deadline date.

Brian Burley will be out-of-town from August 28th to September 3rd. For his new address see p. 4.

Elliot, now that I've made the toast, where's the Scotch? My birthday's August 21st. And I've NEVER said, "Send me no flowers."

## THE MINISTRY OF MISCELLANY

The Board of Directors of THE DIPLOMACY ASSOCIATION is delighted to announce the unanimous election of Eric P. Verheiden, Jr., to the Board of Directors. He will retain his current position as Chairman of TDA's International Rating Commission. This is

With his initiation into the hobby over three years ago, Eric joined TDA and became one of its most prolific workers. P Great  
In 1972, while still a Diplomacy "novice", Eric resolved Pan- E Intervals  
din's Paradox, as well as any paradox, in addition to clarify- R This  
ing ambiguities in the 1971 Rulebook. He rapidly gained re- -A Appears  
cognition as a premier expert on rules and stalemate positions T To  
TDA's new director begins his graduate studies in I Inflamm  
mathematics this fall. O Optic  
N Nerves

- John J. Beshara, Chairman of the Board, THE DIPLOMACY ASSOCIATION

# 585

Bob Lipton, publisher of Mixumaxu Gazette, was appointed to THE DIPLOMACY ASSOCIATION's International Rating Commission. His expertise as a stalemate tactician is important to the work of the Commission.

Chris Schleicher will be the Chief Diplomacy Gamesmaster of "CITEX 74". The arrangement was made by TDA, of which Chris is an officer and with his wife Deborah became the editors of Wazir. Chris is also publisher of Atlantis, which he started while a senior in high school in 1969.

Candy and Sympathy: Everyone is welcome at TDA's Hospitality Booth at CITEX 74. A "Crying Towel" with such things as candy, aspirins, pencils, band-aids, matches, kleenex -- and sympathy -- will be dispensed courtesy of TDA.

## FRIGATE BY MAIL

or

"MR. HORNBLOWER, THE FOREMAST IS MIZZEN!"

Simulations Publications Inc. has just brought out Frigate, a game of naval war in the days of sail. (Frigate is \$8 from SPI, 44 E. 42nd St., New York, N. Y. 10010.) This game, designed by James Dunnigan, lands itself very easily to being played by mail. Accordingly, GRAUSTARK is opening some games of postal Frigate. Many war-gamers cannot easily get over-the-board opponents, and this will provide them with an opportunity to participate in playing one of the best games to come out of SPI's play-testing rooms in several months.

Postal Frigate will use the rules of the across-the-board game, with the following modifications:

1. Players should submit their combat and movement orders according to Rules 5.1 and 5.2. (Be sure to indicate whether you are aiming for Mast Hits or Crew Hits.) Conditional moves may also be necessary. (See 4 and 7, below.)

2. The Optional Wind Table (Rule 6.36) will be used. After adjudicating each move, the Gamesmaster will inform the players of the results and of the direction and strength of the wind for the next move.

3. Optional Rules 6.32 (no sailing into the wind), 6.43 (on bearing up into the wind), 6.56 (dismasted ships drift), 7.31 (explosions), 7.5 (speed effects on firepower), 10.13 (surrender of damaged ships), and 10.2 (re-capture) will be used.

4. Players may send in conditional orders concerning Damage Control (Rule 7.32) which the Gamesmaster will apply should their ships suffer damage in the Combat phase. In the absence of such orders, the Gamesmaster will roll to remove whatever sort of damage is greater for each ship. If the two sorts of damage are equal, the Gamesmaster will roll to remove damage due to Mast Hits if the scenario requires the ship to exit the edge of the board, and Crew Hits otherwise.

5. If you are in any doubt on how to submit orders for formations, send in orders for each individual ship in the formation.

6. Orders should indicate each individual hex through which the ship is intended to move. Each hex should be given, and if the ship crosses the boundary of a play-sheet the letter of the new play-sheet should be indicated. In the event that movement should approach the edge of a play-sheet, and should the rules provide for it, the Gamesmaster will leapfrog another play-sheet into position and inform the players.

7. Players should send in orders with each move on whether they want to run afoul or avoid it should their ships enter a hex with an enemy's. In the absence of such orders the Gamesmaster will assume that French, Spanish, and Italian ships will try to run afoul, and that British, American, and Dutch ships will try to avoid it. (See Rule 6.63.) If and only if a player should specify with his movement orders, the Gamesmaster will roll a die for breaking free from an afoul condition.

8. GRAUSTARK will run any of the Simple or Intermediate scenarios that players wish. When you send in your game fee, indicate what scenario(s) you are interested in playing, and which side if you have a preference. The Gamesmaster will make every effort to match two players who are interested in the same scenario on opposite sides. Submit your preferences in a form such as one of these:

"Battle of Cape Fear, American"

"Constitution vs. Guerriere, either side"

"Battle of the Azores, British preferred, but can play Americans"

"Any Intermediate scenario, British"

(continued on p. 9)



## THE IDIOTS' GAME

(A review of postal Origins of World War II game 73:21h, by Evan Jones. See GRAUSTARK #312 for the final moves of this game, and #313 for the game's progress chart.)

As the US player in this weirdo, I could really do nothing but sit back and watch the irritered-away opportunities of Germany, and, more noticeably, Britain, who threw a perfect game, or at least the win, out the window. Let me review the play of each player.

First me: I, as the USA, was helpless to do anything but get my moves in and hope for a decent score.

Now, France was played fairly well, and scored fairly high. But France does not stand much of a chance of winning and, if he had been attacked as much as I suspected he would be, he would have wound up with 11 or 13. But I'm glad he did pretty well.

Britain played the worst of any one I can imagine who was in his position. He threw out nine points by not picking up Ger U and Fra U. If he had played properly, he should have had a perfect game, but owing to what must have been myopia, drunkenness, lunacy, masochism, bribery, apathy, or a combination thereof, he threw it away. Even if he had been evicted from Poland, he still would have won with 22 points.

Russia played very well, and seems to have manipulated Germany masterfully while keeping a lovely low profile. Russia should have been a cinch to win with 21 points: everything except Poland. But, because of Germany's neglect to attack Britain in the Baltic States, he had to settle for a tie.

Germany was the second worst player after Britain, but not quite as much of a duffer. His opening strategy was interesting, but severely flawed, which cost him Pol C and a possible share of Rum C. Also, his putting 60 PF's in Poland (which is three points, with the odds against him getting it) cost him four free points for Fra U, Ita U, and Rus U.

The score should have been Britain 25, Russia 21, Germany 20, or 21, France 13, USA 9. My "Spring 1940" predictions were Russia 21, Britain 16, Germany 13, France 13 or 11, USA 9. The actual score was Russia 16, Britain 16, USA 15, France 15, Germany 5.

I got six points through sheer neglect of the others and through no merit of my own, so my record finish as the USA cannot be considered well deserved..

## SPI OUT THE LAND

Simulations Publications Inc. publishes two new war games every two months. One of these games is given free with that two-month period's issue of Strategy & Tactics. Since S&T subscriptions are \$12 a year, this is in effect a \$2 price for an \$8 game. The other game, which is usually a better one, is published as a Simulations Series Game (SSG) at \$8. In that issue of S&T is an article about the historical background for each game, together with such other regular features as book and game reviews, results of reader polls, and "Outgoing Mail", a chatty column in which SPI tells its readers what's going on in the back rooms.

SPI has just put together its plans for future games, dating into the middle of 1975. The table indicates the estimated date of publication of the next five issues, with the S&T and SSG games for each issue. As this issue of GRAUSTARK goes to press, S&T #45 is on the market.

Tank! is the first tactical level tank warfare game (apart from some of the Sniper scenarios) which SPI has published, and as such it ties in with the tremendous interest in tank warfare which has been shown by war-gamers of late. (Recent SPI games in which tank combat has

<u>S&amp;T #</u>	<u>Date</u>	<u>S&amp;T Game</u>	<u>SSG</u>
44	May 1974	Tank!	Brigate
45	July 1974	Operation Olympic	Starforce: Alpha Centauri
46	Sept. 1974	Combined Arms	Patrol
47	Nov. 1974	Wolfpack	World War III
48	Jan. 1975	Sixth Fleet	Global War
49	Mar. 1975	Frederick the Great	Dreadnought

been of major importance are Sinai, Desert War, Kampfpanzer, PanzerArmee Afrika, and, at a level of grand strategy, World War II.)

Frigate is discussed at length in the article on p. 6.

S&T #45 is called the "science-fiction issue". Operation Olympic is a solitaire game, SPI's second, based on the plans for the US invasion of the Japanese home islands in the fall of 1945. The game board is a map of Kyushu, southernmost of the home islands. Japanese strategy was so rigid that it can be set to play automatically against the solitaire player, who directs the American forces.

If Operation Olympic represents a war that never was, Starforce: Alpha Centauri represents wars that almost certainly couldn't be. It is SPI's first space war-game, and its several scenarios take place in a volume of space centered at the Sun, and of 20 light-years in radius. The game is designed by Redmond Simonsen, with contributions on the game-board design from myself. Using notes of myself and the late George Heap, the designer was able to include every star in that volume of space, from Sirius and Alpha Centauri down to faint red and white dwarves. The scale is one hex per light-year. Each star's or space ship's position, in number of light-years above or below the plane of the playing board, is represented by a position marker.

The article on this game in S&T #45 is written by Stephen B. Patrick, Simonsen, and myself. The article goes somewhat into the literary field of science-fiction and its anticipations of the future. My contributions involve the scientific possibility of interstellar travel, and a bibliography of scientific and science-fictional books on this topic.

Combined Arms and Patrol are presently being play-tested by SPI in their regular Friday night sessions. Combined Arms is just what its name implies: infantry, tank, air, and other arms working together in World War II situations. Patrol is an open-air version of the highly successful Sniper (reviewed in GRAUSTARK #315 by Gilbert Neiger), and uses much the same units and weapons. Scenarios range through both World Wars, Korea, and Vietnam to a hypothetical 1975 war between China and Russia in Manchuria, and a hypothetical 1976 war between NATO and the Warsaw Pact Powers in Germany.

Wolfpack has just begun development. It is a solitaire game of anti-submarine warfare in the North Atlantic during World War II; the board is bounded by the British Isles on the east, Iceland and Greenland on the north, Newfoundland on the west, and the Azores on the south. With any luck, S&T #47 will contain all the words to that notorious war-time favorite, "The North Atlantic Squadron". ("Here we come, full of rum, looking for women who peddle their bum...")

The success of World War II (also reviewed in GRAUSTARK #315 by Gilbert Neiger) has led to the development of two more grand-strategic games with conventional weapons. Global War is played on a world-wide map, and covers World War II. World War III is also played on a global map, and, using approximately the World War II game's playing style, sets up a war between the USA and the USSR. Each side is aided by its allies; there are self-defense neutrals, and a variation provides for a third, independent, Chinese player.

Supply is quite important in World War III. The USA and allies de-



pend on open sea lanes, which they must defend against Soviet nuclear submarines. Oil fields in the Middle East, Tunisia, and Venezuela are crucial to the game's strategy. So far, playtesting indicates that this game is the legendary battle between the elephant and the whale. The Soviet player can overrun the Middle East, but the USA can hold the sea. The principal scenario of the game assumes only conventional weapons are used - an assumption widely out of line with the last quarter-century of strategic planning by both potential belligerents. There is an optional nuclear scenario as well, which has stimulated the usual morbid comments around the SPI offices.

Sixth Fleet will look at various possible naval and naval-supported campaigns in the near future in the Mediterranean basin. Possible scenarios could include an Arab-Israeli war, a civil war in Greece or Spain in which the USA supports one side, or a clash with the Soviet Fleet.

Frederick the Great is planned to include the campaigns of that celebrated general, and the formal quadrille sort of battles which were in vogue in those days. Until S&T #49 comes out, the best short article for the layman on those campaigns may be found in Fletcher Pratt's The Battles that Changed History.

Dreadnought will do for the classical days of the battlegewagon what CA did for World War II gunnery combat in the Pacific, and Frigate is doing for sailing warships. The battleships of the late 19th and early 20th century meet in combat in this game, whose most elaborate scenario will be the Battle of Jutland.

#### FRIGATE BY MAIL (continued from p. 6)

"Any scenario, either side!"

9. The game fee is \$5 per person. If you cannot be placed in a scenario of your choice in two months, your fee will be returned, unless you want to try over a longer period.

10. Moves will be published and adjudicated at three-week intervals in GRAUSTARK. Thus, each successive issue of GRAUSTARK will contain a complete game-turn. The deadlines will be noon of the date of publication of that issue of GRAUSTARK. Moves once submitted may not be changed.

#### 73.20b - PRESS RELEASES

SICK (Sept. 13, 1940): This is Skwecdunk. At the request of the Sabro tooth Neiger, The Capture of Katz will be concluded in GRAUSTARK and not The Pouch.

SICK (Sept. 21, 1940): This is Athens.\*\*\* And the thrilling adventure of the Capture of Katz continues!

As you no doubt recall, our heroes and enemies were in the train en route to Athens. Suddenly the whole train blew up and Katz, Gay Ray, and Rod Thrust were killed. Peter Pierre died from a severe case of bulletitis, and Luigi Iascivioso got a lifer for frauding the public. The only one to get away was.....date I say it?!!!

"They search him near, they search him far

Since that blow-up in that railway car!

Fast as a rocket, quiet as a blimp,

That damned elusive Scarlet Pimp!"

BROOKLYN (URRP): Mr. Mutinus Nightstand, president of the publishing empire that bears his name, and chairman of the board of United Rabbie Rousing Press, announced today that his holdings now include Skynne Films, founded by the eccentric British director Seymour Skynne. "Mr. Skynne, whose film The Tall Black Man With One Blonde She is now receiving rave reviews, will continue to direct Skynne Films," the publishing magnate said. "His next production will be a film version of The Capture of Katz. We plan to re-write the story to add more female characters, and we expect to get Tina Hussel/Harry Beam for the lead rolls - or, roles."

THE DIPLOMACY ASSOCIATION presents

## A RATING SURVEY 2

Averaged Score	The Top Twenty	Games Won	Points	Games Played
773	Brenton Ver Ploeg	8	8.500	11
722	Mike Rocamora	6	6.500	9
683	John Beshara	8	8.200	12
533	Thomas Eller	5	5.333	10
529	Peter Rosamilia	2	3.700	7
514	Lewis Pulsipher	6	7.200	14
498	Doug Beyerlein	10	10.450	21
458	Randy Bytwerk	5	5.500	12
444	Monte Zelazny	4	4.000	9
397	Andrew Phillips	9	11.517	29
386	Jeff Power	4	4.250	11
347	John Smyth	8	8.333	24
289	Lenard Lakofka	5	5.783	20
280	Eugene Prosnitz	6	6.450	23
258	Edi Birsan	12	13.150	51
189	Dan Barrows	1	1.700	9
179	Hal Naus	4	7.167	40
162	Larry Peery	2	2.917	18
159	Bob Ward	2	2.700	17
156	Buddy Tretick	5	5.000	32

All the games of the major rating lists are included in the survey. The total number is 387. The number listed under "Points" is the Calhmer point count where only wins and draws are tabulated: Winners receive 1 point; in a draw, the point is divided among the surviving players. The "Averaged Score" is computed by dividing the number of points by the number of games played, omitting decimals. The resultant score is similar to a batting average in baseball.

A score of 143 is average, equivalent to winning 1 of 7 games. To arrive at an equitable score, therefore, only players completing a minimum of 7 games are included. Also excluded are players believed to be inactive for more than a year. Replacement players are not charged under "Games Played", unless they win or draw the game.

This survey will be updated whenever there are significant changes, particularly when new names achieve "The Top Ten".

## THE MINISTRY OF MISCELLANY

The Pouch, formerly under the management of Nicholas Ulanov, is now being published by Gilbert Neiger, 300 W. 108th St., New York, N. Y. 10025. Gamesmasters are Cary Fulbright, Ray Heuer, Jerry Paulson, and Stephen Tibor. The Pouch is published every three weeks, at 6 issues for \$2. The new editorial staff has celebrated its accession to power by pushing Penelope Naughton Dickens under a truck.

Meanwhile, out in Queens, Ray Heuer has begun publication of Carn Dum. It's 10 issues for \$2 from him at 102-42 Jamaica Ave., Richmond Hill, N. Y. 11418. Games of Origins of World War II are available at \$3 each. There are also openings in Excalibur, 30 Years' War, Downfall of the Lord of the Rings, War of the Roses, and Ancient Hebrew Kingdom Diplomacy.

Scott Rosenberg has just begun a postal Diplomacy zine entitled The Pocket Armenian. It is 10 issues for \$2 from him at 182-31 Radnor Rd., Jamaica, N. Y. 11432. The game fee is only \$5.00. A Fall of Rome tournament may be opened ere long. Other editors are Matthew Diller, Adam Nasanof, and Greg Costikyan, who presumably has something to do with the zine's title.



## SO WHAT'S NEW?

(A review of postal Origins of World War II game 73.20b, by Evan Jones. See GRAUSTARK #312 for the final moves of this game, and #313 for the game's progress chart.)

In order to help out an old friend and do John Boardman a favor, I took over a rather poor position in 73.20b (Aggressive British-US version, of course), replacing John Arensmeyer in "1937" after he missed two moves. It was not a particularly exciting game after Britain seized control of Germany in 1935.

Situation: INEVITABLE. A British win. And of course he did win. Bill Drakert was pretty nasty on the last turn in refusing to share the Rhineland, but I can understand it. Using a "lay-low" policy, with 0 points until 1940, I managed a fairly distant second place with Russia (Raymond Heuer) and France (Alex Katzoff) on my heels. Gil Neiger (Germany) was the victim of a double-guess on the first turn, but he would have finished third if Britain had agreed to share the Rhineland in 1940.

Of secondary importance (naturally) was the nattle for second and third. The fact that the Rhineland was not controlled is attributed to a fluke in order deliveries and people not being home at the right times. If everything had not gone wrong, Britain, Germany, and the US would have shared control of the Rhineland in "1939", and Germany would have finished in third place rather than last.

To the best of my knowledge, there was little negotiation in the game after "1935", and my only letters were a couple of aborted attempts to share the Rhineland. I guess that after that British "C" in Germany there just wasn't much to say...

But at least there was a full board of proven veteran players, and it was a lot better played than most, notably 73.21h.

## MAILING LIST - ADDENDA AND ERRATA - II (continued from p. 4)

Mark W. Murray (1973BS-I), 44 General Hawkins Dr., Warwick, R. I. 02888; 401-785-9536

Terry Paul (1973BC-I), 119 E. State St., Fox Lake, Wisc. 53933

Eugene Prosnitz (337), 200 Clinton St., Brooklyn, N. Y. 11201; 212-UL 5-0089

Frank Pruden (324), 107A Elmwood Terrace, Elmwood Park, N. J. 07407

Scott Rosenberg (323), 182-31 Radnor Rd., Jamaica, N. Y. 11432

Jeffrey Topper (325)

Dick Trtek (1973BS-R+8), Apt. 3E, 5325 S. Hyde Park Blvd., Chicago, Ill. 60615

Greg Warden (321), 179 Aquetong Rd., New Hope, Penn. 18938

John M. Weswig (335)

Steve Whitmore (c), c/o Commanding Officer, US Coast Guard LORAN System, FPO Seattle, Wash. 98792

Stan Wrobel (T), 7 Polish Village Blvd., Poland, Ohio 44514; 216-757-4140

Mark Zimmermann (337), 6812 Langston Dr., Austin, Texas 78723

The subscriptions of Gil Bliss, Margaret Gemignani, Michael Hansen, Earle T. MacHardy, and John P. McKeon expire with this issue.

## NEW BLOOD - X

This list of people who have inquired about GRAUSTARK and postal Diplomacy updates the previous list, published in #310. It is complete as of 31 July. Gamesmasters who are looking for players should contact these people.

Tom Callahan, 7 Noon Hill Ave., Norfolk, Mass. 02056

Frank Dlabola, 65 Madison, Lancaster, N. Y. 14086

Mark Gallow, 24 Lambton Court, Sudbury, Ontario P3E 3P2

W. A. Gardiner, 226 Windsor St., Thunder Bay "P", Ontario P7B 1V6

Mark Herman, 3363 Milburn Ave., Baldwin, N. Y. 11510

Brian T. Kelly, 5080 Constitution, San Diego, Calif. 92117  
 Tom Kissner, 1288 Amesbrooke Dr., Ottawa, Ontario K2L 2E9  
 Terry Lucero, 17045 Olmeda Way, San Diego, Calif. 92127  
 Cyril Penn, 147 E. 30th St., New York, N. Y. 10016  
 Gary Setzer, 26 Park Lane Place, Massapequa, N. Y. 11758  
 Pat Seymour, 102 W. 4th St., Bayonne, N. J. 07002  
 Eric Swaback, 442½ Sherman Court, Venice, Calif. 90291  
 Andrew Wynn, 170 E. 73rd St., New York, N. Y. 10021

#### THE MINISTRY OF MISCELLANY

Coming up in future issues are more comments by Bob Lipton, John Beshara, and Eric Verheiden on stalemate positions. Their intention is to publish eventually, an exhaustive listing of the possible stalemates in Diplomacy.

\*

Scott Rosenberg is trying to organize a Fall of Rome tourney in his new 'zine The Pocket Armenian. (See p. 11 for his address.) If you're interested, write him.

\*

Rod Walker, who was last heard of calling for the assassination of President Nixon (see GRAUSTARK #308), has got married. Jim Lockwood (see p. 4 for his address) is his new husband. (That doesn't sound quite right; we're going to need some new nouns and pronouns if this sort of thing keeps up.) This is said to be Rod's fourth or fifth marriage since he started swinging in that direction. If he can get his other husbands to take out subscriptions too, it would be very handy. Paper and ink prices are rising.

\*

"I have often told you that two fleets of equal force cannot produce decisive events, the commander-in-chief of one of them bitches it." - Admiral the Earl St. Vincent, 1778

\*

The Summer Game and Book Review Issue is published along with this issue of GRAUSTARK. Like all oversize issues it is 50¢; like all issues, oversize and regular, it is going at half price until 1 October. GRAUSTARK subscriptions are 12 issues for \$2. Back issues are now 5¢ each, except for oversize issues #296, #300, and #315, which are 25¢. Back issues of FREEDONIA are also 5¢ each. In October back issues will again be 10¢ for \$1.

GRAUSTARK is published every third Saturday.

GRAUSTARK #314

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F I R S T C L A S S M A I L